<u>AMENDMENTS</u>

Please amend the claims as shown below:

1. (currently amended): A system for distributing digital managing the distribution of licensed media assets to a plurality of users, comprising:

a portal comprising at least one server computer, the <u>said at least one</u> server computer executing a media library database server application that manages access to a master library of <u>licensed</u> media assets <u>by associating a virtual private library with each of said plurality of users, each of said virtual private libraries comprise licensed media assets of said master library that are licensed by one of said plurality of users and that can be accessed by users a plurality of media player devices via one or more communication networks; and</u>

a plurality of first media player devices that device operable to:

communicate with the said portal to access media assets for use, said licensed media assets in a virtual private library for one of said plurality of users; and

that executes a database client application that manages media assets licensed for use by a user, such management comprising synchronizing the synchronize said licensed media assets licensed for use by a user with the media assets available on the media player device for that user between said first media player device and said portal by:

initiating synchronization with said portal;

said portal forwarding licensed media asset deletions from said virtual private library to said first media player device:

said portal forwarding licensed media asset additions from said

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virtual private library to said first media player device;

said first media player device sending licensed media asset deletions to said virtual private library; and

said first media player device sending licensed media asset additions to said virtual private library.

- 2. (currently amended): The system of claim 1, wherein the <u>said</u> media library database server application of the portal manages usage rights of users to <u>licensed</u> media assets.
 - 3. (canceled)
- 4. (currently amended): The system of claim 1, wherein a single user may have multiple media player devices from which the user desires to experience media assets, wherein the media library database server application of the portal synchronizes with the database client application in each media player device of a user to provide a user with access to <u>licensed</u> media assets from any of the user's media player devices.
- 5. (original): The system of claim 1, wherein the plurality of media player devices comprise one or more devices selected from the group including home electronic devices, vehicle-mounted electronic devices and portable electronic devices.
- 6. (currently amended): The system of claim 1, wherein each media player device further comprises a media player software engine for allowing a user to control playback and usage of licensed media assets.
- 7. (currently amended): The system of claim 6, wherein the media player software engine is a portal to a variety of hardware platforms of media player devices.

- 8. (currently amended): The system of claim 1, wherein the portal manages streaming of <u>licensed</u> media assets to the media player device, wherein the <u>licensed</u> media assets are local to the portal or remotely stored by sources to which the portal connects.
- 9. (currently amended): The system of claim 1, wherein the portal manages downloading of <u>licensed</u> media assets to the media player device for storage and use, wherein the media assets are local to the portal or remotely stored by sources to which the portal connects.
- 10. (original): The system of claim 1, wherein the portal generates and provides to a user a code that is required to be entered into all of the user's media player devices before enabled for operation when a user reports to the portal that a user's media player device is lost or stolen, and the portal electronically transmits a control message to each of the user's media player devices to require the user to follow such a code entry procedure.
- 11. (original): The system of claim 10, wherein when a valid code is not entered into a user's media device, the media player device is disabled.
- 12. (currently amended): The system of claim 1, wherein the portal maintains an online database of <u>licensed</u> media assets for users of media player devices lacking a database client application.
 - 13. (canceled)
 - 14. (canceled)
 - 15. (canceled)
 - 16. (canceled)
 - 17. (canceled)
 - 18. (canceled)

- 19. (canceled)
- 20. (canceled)
- 21. (canceled)
- 22. (canceled)
- 23. (canceled)
- 24. (canceled)
- 25. (currently amended): A portal for use in a system for distributing digital managing the distribution of licensed media assets to a plurality of users, comprising:

at least one server computer, the <u>said</u> server computer executing a media library database server application that manages access to a master library of <u>licensed</u> media assets <u>by</u> associating a virtual private library with each of said plurality of users, each of said virtual private <u>libraries</u> comprise licensed media assets of said master library that are licensed by one of said <u>plurality of users and</u> that can be accessed by <u>users a plurality of media player devices of media-player devices</u> via one or more communication networks, the media library database being eperative to <u>said media library database server application operable to synchronize with the said licensed media assets stored on a between said portal and said plurality of media player devices.</u>

- 26. (canceled)
- 27. (canceled)
- 28. (new) The system of claim 1, further comprising a second media player device operable to:

communicate with said portal to access said licensed media assets in said virtual
private library for said one of said plurality of users; and



synchronize said licensed media assets between said second media player device and said portal by:

initiating synchronization with said portal;

said portal forwarding licensing right management rules to said second

media player;

applying said licensing right management rules to said licensed media assets
in said virtual private library to ensure licensing rights are not violated; and

granting access to those licensed media assets in said virtual private library that do not violate said licensing right management rules.

29. (new) The system of claim 1, wherein said deletions are license expirations.